FP Project Meeting 08/22

Updates:

1. Successfully built up a simple error case and fixed the simple error case.
2. Not affecting some of the working cases.
3. Explain the error case and the fixing algorithm.

Problems:

1. The algorithm has some limitations to be carefully looked at. Currently, only Left/Right/Top/Bottom are calculated. All other GeoHints haven’t been tested.
   1. Ex. LeftRight would add two components to the front in items[], but the backupItems wouldn’t know how to recover to original if the problem occurs at laying out the LeftRight.
2. Not all FP would accept this algorithm (ex. Checkerboard Alternate)
   1. Maybe due to incompleteness (Haven’t checked other layouts)

To do:

1. Setup an upper limit of retries (currently do-while loop until success).
2. Look at other GeogHints and verify the algorithm.
3. Construct more and complicated test cases to verify the algorithm and its recursiveness.

* At the moment, we don’t care about the deadspace as long as the components fit in the container.
* A way to create and to account for deadspace. Make blocks of fixed size that can be laid out together in a rectangle.